

(C)

This monstrous diagram kicks-off the June 22, 1979, PASSCHENDAELE #11 issue, which will deal mostly about Diplomacy...a game invented by Alan Calhauer, and sold in Canada by House of Games Ltd.

PASSCHENDAELE #11 is sold for 33¢/issue -2¢/p. when less than 8 pages. •1¢/p. when over 12 pages; since the zine is given at Easter and Christmas, it all averages out to 28.6¢/issue...even if this system tickles Mark L. Berch!

The gamefee is \$1.50 at present, and standbys get \$1.50 credit if they complete their positions. Articles are paid for at the rate of \$0.50/page, \$0.75, and \$1.00 depending on whether they are Dip-related, humour-related, or "other"-related in reverse order. That's all for now, and let's get the issue going.

Headlines...

1. COAs: John Leeder, 121 19th Ave NE, Calgary, Alta. T2E 1N6.
Jan Jensen, 96 Rockliffe Crescent, Sydney, NS. B1P 4A1.
Raymond Couture, 2013 Hogan, Montreal, PQ.
2. Concerning DioCon, held in Pennsylvania this week-end. Apparently Ron Killeen and Cal White are going...and Ron Killeen has offered to write a report. Go ahead, Ron...I'll pay ya \$1.00/non-superfluous page.
3. I don't know about you guys, but I'm getting rather pissed at the game delays...and NMRs. Unexpectedly, ten persons NMRed this issue, which strained my standby list quite a bit. If the trend continues, I will NOT open any other game unless the players are ready to pay a \$5.00 (yes, five) refundable deposit forfeited if they dropout, and reduced by \$0.50 every time they NMR...gee, it's nice to be lenient, but I feel the players are starting to abuse me!
I'm starting to know why many GMs hate summer--too many NMRs.
4. Julian Presber has agreed to take a GMing spot in PASSCHENDAELE. Details remain to be worked out, but I do know that I'll give him the gamefees, which he'll fix. (As long as he respects the minimum rate I'll fix...) He should start GMing in this zine around September...
5. Gee, I've squeezed the headlines and the introduction within one page...so I can start the new "Errata" section on this page. I hope this Errata won't become a regular feature...

Errata #1. (PASSCHENDAELE #10, May 20, 1979, ...)

It's only minor, really. I forgot to transcribe from my notes onto the ditto stencil (and don't ask me how it passed by me unnoticed when I proofread the ditto!) that there was a 3-center civil disorder country. Since I mentioned that there were three 9-center powers and a 4-center power, this new info completes the picture, doesn't it? Furthermore, I found this error all by myself, upon re-reading the zine after it had been printed. I feel so PROUD PROUD PROUD PROUD.

Errata#2. (PASSCHENDAELE#10, May 20, 1979, "Plugs")

Unfortunately, some info about DIPLOMACY DIGEST was out of date. The rates are 25¢/issue now not 35¢. Zine length is 12 pages instead of ten now. (And keep in mind that one of his pages=1.1 of mine, so the two zines are peers re-zine length...by the way, I'd better stop smoking as I don't type very well with one finger.)

Errata#3. (PASSCHENDAELE#9, May 12 (?--too lazy to check it up--who cares, anyway?), 1979, "Making Promises")

This is the one that makes me blush the most. First of all, I mentioned (in the example given) that England had 6 centers, which was due to pure distraction and typing the article directly on stencil (I'll never do that again, that's for sure.) It should have 5 centers, which, when added up to the other countries' center-ownership, then adds up to 34 centers. The way I had it, the map had 35!!!

Furthermore, the reader should note that the example given, while possible (I even convinced Mark L. Berch of that, which means it must be!) is highly improbable...which diminishes its value as a teaching aid. However, the article did get the idea across, as well as the example given, so I won't bother rewriting it...

AS A MATTER OF FACT, THIS SECTION SHOULD HAVE BEEN NAMED "CLARIFICATIONS" INSTEAD OF "ERRATA".....

PASSCHENDAELE#10, a 38½ pages monster, provoked a lot of favourable reactions, and practically no unfavourable comments. But the reader should note that I asked the subscribers to let me go crazy after all, as it was an anniversary issue.

On yeah, by the way, this issue is dedicated to Catherine Smoot, who's flown to England, and whom I miss. (But you don't care, I know... but after all, this zine is primarily oriented to satisfying my emotional urges, ain't it?)

Letters to the Editor...go crazy.

Dear Francois:

There is a real danger in putting out such large issues, aside from the usual risk of burning yourself out. People aren't going to read them thororly. If the zine is triple size most people won't triple their time, they'll just be more selective about what they read, and so won't read a good deal of it. Many of those articles could have been put off till another issue.

Incidentally, there is now a second opening for a no-standby game--in LDNS (Jerry Jones's zine) ((officially, Pat Jones's zine)). If you land up with 1 or 2 or 3 extra entrants ((there's no danger of that!)), you might send their names off to Jerry.

I'm not too thrilled with your new issue-bundling scheme, tho I understand your reasons. But news will be pretty stale by the time it waits till the next issue comes out. If you want to raise more \$\$\$, then skip all this business about free issues. Second, up your game fees. With PSF and RUNE have no openings, you'll have no trouble opening games.

((The two first paragraphs were taken from a recent letter by Mark, while

the latter was taken from a previous letter. In response to his last letter, I said that I only proposed to go on such a schema, but that, since there were objections, I wouldn't. I added that I didn't run short of \$\$\$, but that I didn't want to waste them for no useful purpose. The first law in Economics is that resources are scarce and must therefore not be wasted, y'know. In answer, Mark wrote:

As for my discussion of the \$ issues, perhaps I should have made myself more clear. ((How about clearer?--just joking.)) I was simply raising alternatives to bundling issues, places I felt would be better areas to save/generate more \$. As for skipping free issues, again, it makes more sense to have no freebies and no bundling. Also, you might just reduced your prices and have no freebies i.e. "average things out". On the other hand, you've changed your fiscal policy enuf times already.

HIGH COMMAND: I don't really have many things to say. The risks in putting out triple issues as outlined by Mark are very real. I might even add two more disadvantages--the quasi-impossibility of sending the zine 24 hours after the deadline, and the large dollar-roll I have to take out of my wallet. But I'd like to point out that I won't do triple issues very often...I don't plan on making another one before two years...

I'd also like to stress the point that I WON'T go on a bundle system for non-players.

Well, wouldn't you guess it...another letter from Mark. Prolific guy, isn't he?

Dear François:

Please don't try to push hard to fill your games. With Runestone, and ESF, having no openings, you'll never lack for games. 10 regular games+variants is quite a load as it is. However, you will learn this only from experience.

As for top of page 4--percentages won't balance because they're on a different base.

US 10 subbers	time passes---	US 9 subbers, down 10%
Canada 1 subber		Canada 2 subbers, up 100%.

I don't think people are going to follow your financial stuff in any great deal. If I were you, I'd spread the cost of the duplicator into 4 yearly chunks, i.e. amortize it at \$50 per annum rather than dump the entire expense on your first 9 months.

On page 6, how can you say that "the cost of my postal correspondence, which are almost equal to about the highest in the hobby"--how do you know what others' costs are--you have no idea about mine, for example.

Your top-of-page-6 calculations are unclear--what size issue are you talking about?

Page 9: I agree, median is best measure. ((Gee...we have two Chemistry Ph.Ders against each other. Randolph Smyth thinks they're a poor statistical mean of analysis...))

I think you've set up too many rules and regulations on tirades. Randolph doesn't like them and said he didn't like my 7/8 but others don't feel that way--I got a flurrying of positive response to 7/8. What should count is how well its written and how accurate you think it is, and whether you think there is value in disseminating the charges/information. Such factors as whether they are playing in your zine, or how long the writer has been in the hobby, just aren't that important.

And your "one particular person may not suffer from more than one tirade" will prevent others from adding their two cents to the discussion. Thus A writes that B has done something wrong. This prevents C from giving more things that B has done wrong. Also it gives B the "last word". B can give a counter-tirade against A, and A cannot respond by attacking B, because 1) he's already had a tirade and 2) B has already been attacked.

What did you mean on page 15 "typewriter with smaller letters". You get ten per inch. I believe that's the largest size letter commonly available. Mine, for example, gets 12 per inch, giving me 20% more per line.

Bottom of p 15--keep in mind that nearly all plugs of all zines are favorable--people often prefer to say nothing rather than criticize in print. And don't forget that criticism is more likely to help you improve than praise.

As for the fact that few think P is the very best--relax. Only one zine can be the very best in a given reader's eyes.

I wouldn't go quoting that "18 month" figure. No one else calculates things that way ((Ask me if I care!!)). Doing 2 zines for 9 months just isn't the same as 1 zine for 18 months. It doesn't indicate the same "staying power". ((OK. But I think you'll agree that putting out 2 zines for nine months gives more experience than 1 for 9 months. Then, how do you define the amount of experience gained? 18 months, you say no. But then, is it 16 months? 14 months and 5 days? I preferred to boost my ego, as I said at the time, and quote that 18 months figure.))

You are quite correct in discovering that publishing is an entirely separate hobby from playing dippy. When I first joined the hobby I was surprised at the number of pubbers who did not play postally and did not understand, but now I do. They are separate hobbies, both competing with each other for time from the dippy-allocation. If one likes pubbing better, the games will tend to be pushed aside. ((That also can partially explain why we currently see pubbers fold their zine but remain players--they tried pubbing but didn't like their new hobby))

Reprinting an article in the same zine in which originally appeared is a lousy idea unless 2 years (a dippy "generation") have passed, in my opinion, or unless there is some compelling need to reprint it. ((Passing from 19 to 65 subbers, and losing about 4/5 subbers from the original 19, (thus reducing the amount of subbers having read to about 20-25%) is not a sufficient reason? I could say that there has been a new "generation" of P subbers.))

It's always a good idea to cover tournaments. This is a good task to assign to someone else to get other writers into the zine. Many often decline to write for zines they get, often because they don't feel they "know" enuf about a subject. However, a Con they've attended they do know about. Get a commitment in advance and they'll keep their eyes open for what to write about.

Most GMS don't accept orders by phone on the deadline day.

Your FTF vs Postal is a "personal reaction" ((Of course)) type of article, normally interesting. Of course, some of what you label as advantages other will call drawbacks.

Someone wrote me recently that he was doing a computer program to adjudicate. I think it was Geray Michaud, but I'll have to check. I don't know how much time a computer will save, because you'll have to type it all twice. ((No problem--it takes me three minutes to type up a whole game, while it takes me thirty to forty minutes to adjudicate it. once as input, once for the zine. Alternatively, you could use the computer printout as a flyer to the players.))

P subbers don't pay for trades if your postage+production costs for a 10 page zine are greater than 33%. For most pubbers, their costs are not as great as sub rates.

Your "publishing" article was straightforward, if somewhat elementary, and clearly designed to let your readers know how you operate. But don't do this kind of thing too often.

On page 34, "authoritarian" is the wrong word. I think you mean "controversial". "Eccentricity" is also the wrong word--Smyth is by no means eccentric. ((It depends on what you mean by "eccentricity". Eccentricity, if you look at its roots, only means "away from the center" "unconventional"...and I'd say that, according to this definition, Smyth sure used to be, although he isn't as much today. No, I did mean "authoritarian"; in this term, I include "controversial" and the attitude of not listening that much to the subbers. But I put more emphasis on "controversial".)) Also, the whole article was disorganized and lacked a point. ((Surely, as a chemist, you should know that the universe tends toward disorder and disorganization, a phenomenon known as "entropy". I think.))

Your article on p35 on "team" is on a topic that I intend to cover at a future time in DD ((which will be excellent, I'm sure. I'll be looking forward to it.)). Your discussion on repro was too short. If that's all you had to say, there really wasn't any point in bothering. Also, I don't think that the average reader cares whether you use ditto mimeo or offset, aside from the question of which is most legible. Mimeo does not use "professional presses". DW has always used offset. ((See, you should write on it. That part was more a shout for info on the subject rather than anything else.))

I have never seen the terms liberal and conservative used as labels for GMing procedures. Strict/lax is the more ordinary dichotomy. But many GMs are strict about some things (e.g. deadline) but lenient about other things (poorly written orders). ((Tiké)) Neither Beshara nor Lakofka are still in the hobby. ((I know, but thanks for telling the subbers that.)) Also, where to draw the deadline is a matter of taste and preference. ((Exactly)) Some, like you, say it's OK ~~until~~ until the adjudications are done. ((That's if they're lucky enough to get me on the phone!)) And note I've said I will no longer accept orders the day of the deadline--I'm becoming more and more conservative...but will remain liberal. Ta, that's paradoxical. I fully understand why Alan Rowland thinks I lack "direction"!))) Still others say no, not till I mail it. Still others say no, not till I print it. My own preference is that the deadline should be exactly when the GM said it would be in the previous issue. Otherwise, who knows when it will be, and you can't start new negotiations till the zine comes, etc. ((One way or another, you can't really start new negotiations until you have the zine in your hands, as an aside. The season could have been delayed, so you can't reveal your orders, for instance. Also, how can you start really negotiating if you don't know the results of the previous season?)) Raising rates during the game is a totally different matter and has nothing to do with GM rigidity. ((But it does have something to do with "conservatism", at least according to my definition, which is pretty hard to define anyway, as well as any other definition dealing with this "problem"...))

Your puppet article could have used some more work. If an example is "ridiculous", then why give it. ((It strikes more.)) There are several good reasons to stab an "obedient" puppet. I assume you'll be covering this in more detail later.

HIGH COMMAND: Well, gee, I'm going to make sure this isn't a double issue! My comments will correspondingly be shorter than usual, and will only complement those in double brackets.

When I bought the duplicator, I had to pay it cash, at once.

Hence, it had to be included in a chunk in my first 9 months. I didn't amortize the money into yearly payments, so why should I pretend I did?

I'm not trying to push hard my games--I menaced to increase the gamefees, and will carry out the menace.

Well, you broke my strategy to eliminate "democratically" the tirades. Not very many tirades are going to appear in the future, due to my own personal tastes and of some of the subbers. If the subbers want tirades, I suggest that they subscribe to one or two American zines.

On page 6, I'm talking about the "average" issue, one containing about 14 pages.

All I meant is that the typewriter I use presently has smaller letters than the one I used to type P#1-3. I didn't actually take a tape and measure, Mark. I just inspected the zines, and the larger letters stroke my eyes...I assumed that therefore they took more place than now, but I didn't actually measure.

Yes, most plugs to zines are favourable. But I also keep in mind that when the pubbers don't think highly of something, they just ignore it and do not mention it. Or if they do plug it, they'll tend to mention only statistics, such as the length, the contents, the rates. Nothing more. Occasionally, they'll add: oh yeah, good zine. But when I read about the "super-energetic Francois Guerrier" (DD), or the "enthusiastic GM", the "give-away rates" (TTT), or "Who says that all best new zines come from the US? ...PASSCHENDAELE is one of the best zines to come out of Canada, and from anywhere else for that matter" (DW), I just don't ~~quite~~ get the feeling the editor is just flattering me!

Again, I just assumed my correspondence costs were among the highest of the hobby in Canada. I send about 40 letters a month, and have started making about 3 or 4 phone calls per month (to Medicine Hat, Edmonton, Alexandria, Montreal, etc.). Surely, the average player, who's in two or three games, does not have that much correspondence?

Just by the way, I would like to get as much info as possible on Dippy correspondence costs from as many people as possible, and as detailed as possible. Everyone that sends me an analysis of such costs will get one free issue. Of course, I realize you may ~~also~~ think that's your business, not mine, but I'd like to make an article on it. But if you feel that strongly about it, don't tell me.

And now, we go on to a letter from Julian Presber:

Dear Francois: (about #10)

Very well done and for the most part interesting, although I think your nuts politically. NDP--you want to head in the same direction as Britain, which has been ruined by unions and socialist spending? And at the roots, that's all the NDP is. Clark was the best of all evils.

The issue was a monster, but I would only criticize that if it was that way regularly. The ideal length for a zine is 10-12 pages. But for an anniversary issue, it was OK for length, and good in content, although obviously your not going to get every reader interested in every section. (That you'll never get.)

HIGH COMMAND: Well, you're looking at Britain and blaming solely the socialists for it. How about the two World Wars? Please note that Britain (after WWI) reached it's pre-war production level only after the MacDonald Labour gov't came in. Please note that Britain was finished as an economic power in 1945. Atlee was swept in as a Labour leader. Funny, but Churchill didn't dispute the fact that Britain had made a come-back economically under the Labour gov't. He was voted back into power in 1951 only because he was anti-Red in an era of Red Terror. (And also because of how Atlee put England back on its feet!)

Also please note that other factors played as well in the decline of Britain. What do you make of the destruction of Britain's monopoly in the field of trade and industry from 1890 on, by Germany, Japan, and the United States? This new factor must be considered, as prior to the twentieth century, Britain had no trouble selling her products because of a lack of competition, whereas in the twentieth century (especially in the latter part), industrial countries sprung up in almost every continent! (Germany in Europe, Japan in Asia, South Africa in Africa, and even Venezuela in South America, which has been industrializing rapidly in the last decade thanks to her oil...) Finally, please note that the loss of an immense, rich colonial empire, which didn't happen under the Labourers (not that I condone colonialism!), had something to do with England's decline!

Also, what do you do about the other social-democrat countries? Look at Helmut Schmidt. His performance isn't that bad! Look at Sweden. At Belgium, at Holland, at Denmark, at Switzerland! Also, look at Manitoba and Saskatchewan. Come, come, no opposition party even dared attack the performance of these province's past and present gov'ts!

If you wish, you may also look at some non-socialist countries: look at Italy, Greece, Spain, Portugal, Turkey. Look at us. What do you say? I don't think the performance of these countries has been that good, if you ask me.

THE GAMES THE GAMES THE GAMES THE GAMES THE GAMES THE GAMES THE GAMES THE GAMES THE GAMES

1978Q Winter 1902. THREE POWERS MESS-UP THEIR WINTER!

Austria (Oded Klinger): Even. Has A Bud, A Vie, A Tri, F Lon.
 England (Richard Jarvinen): HALF NMR! He removes A Edi, retreats F Nwy-Nrg, F Lon-Yor, but forgets to make his second removal. GM removes F Eng. Has F Yor, F Nrg.
 France (Bob Acheson): Builds A Bre. Has A Bre, F Lon, A Wal, F Pic, A Por.
 Germany (Randolph Smyth): NMR! Will play 3 short. Has F Swe, F Bal, A Bel, A Par, A Mun.
 Italy (Brian Johnston): Even. Has A Ven, A Tyo, F Adr, F Tun.
 Russia (Jan Jensen): Even. Has F Nwy, A StP, A Arm, F Bla, A Rum, A Gal.
 Turkey (Hugh Polley): Builds A Smy; Has A Smy, A Bul, A Ser, F Ank, F Aeg.

Spring 1902 THREE POWERS NMR: ITALY, GERMANY, AND ENGLAND.

Austria (Oded Klinger) F Lon-Tun; A Tri S A Bud; A Vie S A Tri;
 A Bud S A Tri;
 England (Richard Jarvinen) NMR! Fs Yor, Nrg all hold.
 France (Robert Acheson): A Por-Spa; A Wal-Lpl; F Lon-Nth; A Bre-Par;
F Pic-Bel.
 Germany (Randolph Smyth): NMR! Fs Swe, Bal, As Bel, Par, Mun all Hold.
 Italy (Brian Johnston): NMR! As Ven, Tyo, Fs Adr, Tun all hold.
 Russia (Jan Jensen): F Bla-Ank; A Arm S F Bla-Ank; A Rum-Bud (ret-Ukr, Sev, OTB); A Gal S A Rum-Bud; A StP S F Nwy H.
 Turkey (Hugh Polley): A Smy-Arm; F Ank S A Smy-Arm; A Bul-Rum;
 A Ser S A Bul-Rum; F Aeg-Con.

I'm really surprised about some of the NMRs above...maybe it's the mail. In any case, there were less than half the players involved that NMRed (42%), therefore not justifying a delay. The deadline for Fall 1903 is July 20, 1979. Would Frank Baika please submit standby orders for England, Barry C. Hickey for Germany, and Steve Colombo for Italy.

ADDRESSES LAST ISSUE.

1978R Winter 1902 only, since...SAINT FORGOT TO ASK FOR SO3 OFFER LAST TIME!

Austria (Robert Paquin): NRR! GM removes F Ion. Has As Ser, Tri, Sil.
England (Robert Acheson): Even. Has A Yor, F Nth, F Nrg.
France (Trevor Baillie): Even. Has F Mnd, A Bur, F Spa(sc), A Par, A Por.
Germany (Shelley Foster): Builds F Kie, A Ber. Has A Den, A Hol, F Bel,
A Mun. (F Kie, A Ber)
Italy (Raymond Couture): Even. Has A Tus, A Pie, F Wes, F Lyo.
Russia (Hugh Polley): Even. Has A War, A Rum, A Gal, F Rha, F Swe,
F StP(nc)
Turkey (James Clarke): Build F Smy. Has A Bul, F Aeg, A Gre, A Ank. (F Smy)

The standby for Austria is John Kelley, Box 35, Klickitat. The
deadline for Spring 1903 is July 20, 1979. /WA98628/

1978S Fall 1902. RUSSIA STARTS CRUMBLING! GERMANS CUT FRANCE IN TWO!

Lastish error--the English F Nwy-StP(nc) fails, and F Nwy ret-
Nrg, Bar, OTB. I sent a note re the error one or two days after P#10,
so there's no problem.

Austria (Curt Gibson): A Sil-Gal; A Ser-Rum; A Bud S F Ser-Rum;
F Tri S FRENCH A PIE-Ven (in such order).
England (John Lipscomb): A Lon-Pic; A Yor-Nwy; A Bel S A Lon-Pic;
F Eng C A Lon-Pic; F Wg S A Yor-Nwy.
France (Robert Paquin): NMR! As Pie, Par, F Por H.
Germany (Frank Haika): A Bur-Gas; A Mun-Bur; F Nth C ENGLISH A Yor-Nwy;
A Sve S ENGLISH A Yor-Nwy; A Pri H.
Italy (Bob Acheson): NMR! As Lyo, Ven, Fs Tus, Ion all hold.
Russia (Raymond Couture): A Gal-Vie; F Arm-Ank; A Sev-Ukr; A War S A Sev-
Ukr; F Nwy H; F StP(nc) S F Nwy H.
Turkey (John Kelley): A Rum-Sev; F Bla S A Rum-Sev; A Alb S AUSTRIAN A Tri;
F Aeg-Gre; I Bal-Ioni.

The Russian F Nwy ret-Bar, Ska, OTB.

SC Chart, 1902.

Austria: Bud, Tri, Ser, Vie, Rum. (4) Even.
England: Home, Bel, Wyo. (5) Even.
France: Home, Por. (6) Build 1.
Germany: Home, Den, Hol, Swa. (6) Build 1.
Italy: Home, Tun. (4) Even.
Russia: War, Mos, Sev, StP, Ank, Rha, Ska, Vie. (5) Remove 1
or Even depending on the retreat.
Turkey: Home, Bul, Gre, Saz. (6) Build 1.

The deadline for Winter 1902 and Spring 1903 orders is July 20, 1979.
The standby for France is Blair Cusack, for Italy, Bruce Schneider.
All addresses are in P#10.

GM Comments, 1902.

In the East, the situation is still tense! Only Turkey is in a
comfortable position. Russia is menaced everywhere, by everybody.
After losing Scandinavia, Saint-Petersburg should come under attack
soon. Moscow and the rest of the Russian positions too. Indeed, Russia
as 5 units disseminated across the map (ie can't support each other very
well) while the allies have 3 units in the north and 7 units in the south

Russia's army in Vienna is surrounded by Austrian armies in Gal., Bud., and Tri. If Austria decides to sacrifice Trieste, Russia will most certainly lose Vienna...note that to be sure that the attack succeeds (ie that Vienna is not retaken by the Italo-Russians that year) Austria could attack only in the Fall.

Russia's fleet in Ankara depends on what Turkey will decide to do. If Turkey decides Italy is to come first, then Russia should be able to maintain itself in Ankara. However, if Turkey decides that Ankara must be retaken this year, then the build of an army or a fleet in the right province, and then the double attack of Ankara will expel Russia from Ankara.

On the other hand, Austria is weak too, and depends on Turkey for its defense. Should Turkey withdraw her support that Austria would lose Trieste, and possibly Budapest; furthermore, even if AT succeed in eliminating IR, Austria will be in a weak position, and an invitation for a Turkish stab.

As for Italy, although her defense has been fairly efficient (she repelled FAT all the time!), she is in a weak position indeed. Should Turkey decide to send one more fleet that she is doomed in the Ionian Sea, even if she brings in F Tus into a position to support F Ion. NMRs shouldn't help her either.

Finally, Turkey basically has two choices coming up to her, both in the short run and the long term. First of all, her build: should it be anti-Italian or anti-Russian? Secondly, she'll have to decide whether or not to stick with Austria or stab to become the uncontested leader in the East.

In the West, the situation is clear: it's EG vs. a greatly weakened FR. EG has had no difficulty whatsoever pushing back FR lately, both in Scandinavia and France. It can now smell the fish in Brest, the Parisian girls and the Russian vodka without any difficulty.

All in all, three super-powers have emerged: E, G, and T.

1979AC Winter 1901. PREDICTABLE BUILDS...AND ROBERT PAQUIN DROPS OUT.

Austria (Robert Acheson): Builds A Vie, A Bud. Has A Boh, F Gre, A Ser (A Vie, A Bud).
 England (Bruce Schaefer): Builds F Lon. Has F Bar, F Nth, A Nwy (F Lon).
 France (Steve Berrigan): Builds F Bre, F Mar, A Par. Has A Bel, F Spa(sc), A Por (F Bre, F Mar, A Par).
 Germany (Roy Norton): Builds A Ber. Has A Hol, A Ruh, F Den (A Ber).
 Italy (Dan MacLellan): Builds F Nap, F Rom. Has A Men, A Pie, F Tun (F Rom, F Nap).
 Russia (Robert Paquin? Ron Kelly): NBR! (Paquin, I mean) Anonymous neutral builds: A Mos. Has F Sev, F Swe, A Ukr, A Cal (A Mos).
 Turkey (John Lipscomb): Builds F Ank. Has A Arm, A Bul, F Con (F Ank).

According to my house rules, someone who NMRs twice in 1901 becomes a dropout for that game and is immediately replaced. I'm sorry Robert, but my rules are very explicit about that. Ron Kelly becomes the player of record for Russia, and is asked to submit orders for Spring 1902, which deadline is July 20, 1979.

GM Comments:

In the West, it's clearly IA vs. FG. Apparently, it is in FG's interest to maintain E's interest in Russia; on the other hand, it is IA's interest to pretend that France meant war when she built F Bre.

If you ask me, I'd say that IA have a headstart over FG in the West. IA conquered Munich and Germany is greatly weakened. On the other hand, Italy is strong enough to counter E's moves into the Mediterranean. So one could assume a difficult fight between IA and FG.

I say that the victory of one block over the other will be in great part due to third countries. For instance, E can do a lot of harm to FG's cause. On the other hand, what are RT going to do? Right now, it looks like R will be content with defending against ET attacks, while that E seems to have taken an anti-R stance. But one of two things will happen: a modification of the alliance structure in the near future (eg. ERT form an alliance), or the eventual disappearance of one of the third countries, thus freeing the hands of the others to hurt either FG or IA.

Hence, it seems we have a balanced situation here: IA vs FG, ET vs. R (A??). But it is very fragile.

1977AB Fall 1906. AUSTRIA IS OUT AS MORE PRESSURE IS PUT ON GERMANY!

Austria (Ron Killen/Ralph Morton): ret. A Rom-Tus. A Tus-Pia; A Vie-Tyo.
France (Barry C. Hickey): F Spa(ce)-Lyo; F Mid-Wes; A Mar-Pia;

A Eur-Ruh; A Bel S A Bur-Ruh; A Pic S A Bel.

Germany (Jan Jensen): F Den-Nth; A Mun-Bar; A Kie S A Mun-Ber;
A Ruh S A Hol; A Hol S A Ruh.

Italy (Robert Acheson): NMRI As Rom, Tri, Fs Nap, Apu all hold.

Russia (Trevor Baillie): A Nwy-Sve; F Nth-Hel; F Lon-Nth; F Cly-Lpl;
A Pru-Ber; A Sil S A Pru-Ber; A Gal-Vie; A Bud S A Gal-Vie;
F Sev H; A Ukr S F Sev.

Turkey (Dan MacLellan): A Ser-Tri; A Bul S F Bla-Rum; A Ana-Smy;
F Aeg-Ion; F Con-Aeg; F Bla-Rum.

Note that Ron Killen requested that I nominate a Temporary Replacement for this season. Ralph Morton obliged.

Would John Lipscomb please submit standby orders for Italy? The deadline is July 20, 1979. (W06/S07)

SC Chart, 1906.

Austria: ~~Via, Rom~~ (6) KAPUL.
France: Home Spa, Por, Bel. (6) Even.
Germany: Home, Den, Hol. (5) Ever.
Italy: Nap, Ven, Rom, Tri, Tun. (5) Build 1.
Russia: Home, Sve, Nwy, Edi, Lon, Lpl, Bud, ~~Rom~~, Via. (11) Build 1.
as one fleet was annihilated.
Turkey: Home, Bul, Gre, Ser, Rum. (7) Build 11

The deadline for Winter 1906 and Spring 1907 is July 20, 1979.

Gee...note that I forgot to effect the 1978Q/1977AT (from A to R, and vice versa)...ah well...next time.

trace

It appears that there won't be enough space for none of the following: Russian Campaign, the Foreknowledge Variants, Chess, and how-to-play articles. That's too bad. I've also received an article from Ron Killeen, which is acceptable. It will go at the end of this issue if space allows. Meanwhile, here is:

FAKES III

There has been a lot of commentary on the fake PASSCHENDAELE#8, in both zines and letters. It is a good idea to reprint them here:

THE TORONTO TELEGRAM#4, May 1979, page 3. (Bill LaFosse, 64 Laird Dr., Trenton, Ont.): "The Mystery of PASSCHENDAELE#8".

As Francois Guerrier went to bed that fateful night little did he know about the incredible occurrences within DIMENSION 5, Earth's parallel world. Dr Leveque a famed scientist was trying to separate a man's spirit from his body, the man was Francois Guerrier from Dimension #5, identical in every way to Francois of #4.

As the brutal zemma beam neared his head Francois heard the Dr mumble "soon he will be mine to control". Francois realized that the Dr was not a dentist and this man had no intention of filling his tooth. He lunged forward grasping a thick electrical cable as a lever, just as the beam hit him he touched the cable. The awesome power of the zemma beam combined with the 50,000 volts in the cable. The fibre of the dimension walls was ripped and Francois#5 tumbled through where he landed in bed with Francois #4. Francois #4 was flabbergasted, #5 realized he was in another dimension and seized control of #4's mind. #5 remained merged in mind lock for 3 days. It was during this period that the "honey" #8 was printed. After 3 days #5 left to find his way in the strange, new world. #4 regained control of his mind but remembered nothing that happened while #5 controlled him. #4 figured he had merely been drinking bad PERI and forgot about it. Francois #5 now works in a Toronto car wash. (I was getting my car washed the other day and I met him and he told me what happened.)

That, my friends is the true story behind phoney PASSCHENDAELE#8. (For the purposes of rating for Leeder's pole I rated Francois #5 as a guest GM.)

((Well, gee. Why didn't I...What the fuck is he talking about?...uh, actually, Bill, that's a pretty nice column!))

Randolph Smyth (edited): I suspect you in collusion with Ralph Morton. Ralph Morton is little known in the hobby and his "letter" reflects his style. Furthermore, noone could have written for fourteen pages without betraying himself. The style is just yours.

((Gee...actually, if you'd look at the thing overall, it all makes sense. After all, I could have reacted strongly only to fog my tracks, eh? But I say that I didn't do it!))

Mark L. Berch: You have, in my opinion, considerably overreacted, and you are coming across as a really poor sport. Other zines have been hoaxed, e.g. JANUS, RUNESTONE, MOESGESHOE and others. I have never heard of a publisher getting so outraged. You should consider it a compliment. A major American pubber (Bob Lypton) once told me that one

of his biggest disappointments in publishing was that no one ever tried to hoax his zine. Whoever did it (it wasn't me and I don't know who it was) went to an enormous amount of effort and expense. NO enemy of yours would do this. Confusion and some expense will result, of course, but that's unavoidable. Hoaxes are done for fun! No one is going to think that because the games had adjudication errors that the implication is that you're lousy. Hoax zines will typically have a phoney tirade. The attack on Robert Acheson could well mean that Acheson wrote it. By acting so negatively you are ruining your chances to finding out who did it!

((To this, I originally answered that I had based my early reactions on the players' feedback, which gave me quite a negative feeling. But then, in P#10, my reaction after seeing the zine was much more moderate, I hope. I don't think that I'll ever know who did it, as other hoaxers (e.g. the one who did RUNESTONE) never revealed their identity.))

Mark L. March, again: With regard to the the fakes: I've had a look at the copy you got for me ((which was Dan MacLellan's--please send it back, March.))--it's a darn good job! Whoever did this put some time and effort into it.

Remember that any pubber is a sitting duck for a skillful mimic. A clever forgery means that the mimic is good at his trade, and also that he understands you well. A good forgery says more about the forger than the zine being hoaxed.

Also, you have been pubbing a relatively short period of time, so many of your subbers are quite new--all of them are new to a certain extent. So they can be fooled, or not sure--after all, since they've known you a short time, any flaws could be not "flaws" but just something new they learned about you.

I myself would not have been fooled. In part because off page 12 "you" say you're losing in all your games, which I know isn't true. Also, page 6 had RUNESTONE outranking FOL SI FIE. Regardless of the actual numbers, I know that your taste runs to seeing articles, which means you prefer F&F to R. ((Easy to say, hey, after seeing P#10!))

Keep this fact in mind: If you had a dull, ordinary zine, or didn't come across with much personality, then no one would bother to hoax your zine.

The main problem with the hoax was that the forger made a big error: he decided to include the games. This was unnecessary, a P without games would not have aroused suspicion, and the games-chances could have been avoided entirely. Plus the games errors gives lots of people clues--after all, a lot of people saw orders printed which weren't submitted.

Your problem is that you were hit by something you weren't really prepared for, and didn't quite know how to react. Incidentally, I don't claim to be evincing a "typical" reaction--indeed, the player in the game which was delayed may well view things differently.

If you want to hand onto your numbering system, fine. After your rucas, it's extremely unlikely anyone will try to pull this off again. If he does, tho, your numbers won't stand in the way. The fake will just announce you've dropped that system, or lost your records, or something. ((I disagree. After receiving the fake announcing this, the players will receive the authentic issue, still having the number system. Then, I expect the players to know the difference, and will not be lenient.))

Don't let Randolph off the hook so easy. He has plenty of friends in Ottawa.

Frankly, if you weren't outraged by it all, and if the games hadn't been so screwed of, I'd say you did it.

I have only one question: why wasn't I sent a copy? The perpetrator of this hoax should write me this answer direct!!!

Mark L. Berch, again: Getting back to the fake, there is one other possibility. It may have been done solely to affect the diplomacy in one of the games. If so, then everything I said is inoperative. But this is unlikely.

((The players should note that I say in my house rules that somebody will be expelled from the zine if I find out he forged my signature or hoaxed my zine. Now, practically speaking, that's all I said in Fakes I.))

Dan MacLellan: The fake gave me quite a scare, but after I knew it was a fake, it amused me a lot.

Konrad Baumeister: I liked the fake.

Ralph Morton: Did Randolph tell you that? ((I was asking him if he had done it.)) What were the reasons he raised? No, I couldn't have done it. I don't know of anyone but you who has a duplicator in Ottawa. Actually, I suspect Randolph: he has a duplicator, and lots of friends in Ottawa.

((So these two are still going at it, eh? Ralph Morton accuses Randolph Smyth, Randolph Smyth accuses Ralph Morton. Gee, that sounds fishy... Ralph Morton could well have sent some material to Randolph, who then would have reprinted everything and sent it back to Ralph, who then would have mailed it in Ottawa. But as I said, nah: Randolph's repro is not as good as that in the fake!))

John Kellers: If I ever catch the no-good %\$%/%\$ who stabbed you that deeply, I will see to it that he is ruined re-Diplomacy, forever. Or I'll tie him between two trees and hold a torch under his %\$%).

Personally, I suspect Acheson and Baumeister. Yes, Curt put the ideas into my head. Waitaminute: I have here the envelope enclosing FP#8--it has an obviously Canadian first class/Première classe stamp on it. Baumeister'd have a real time getting these, so it wasn't him for sure. ((No. It could have been him. All he had to do is send the printed matter to a Canadian friend, who then would have mailed it...)) But Cal White... sounds like it could be...

Curt L. Gibson: You say as well publish this letter. It's a report by detective Gibson, on the mystery of bogus FP#8.

At first I thought you'd be in a hurry & that you had enough orders in to sub #8, but seen a no. of late changes came in at last, day of decision, decided to send a revised #8. But then Jn L says he never ordered #8; & now I see the crummy little article by Curtis Gibson, and those zine reviews so freely consigning your rivals to the junk pile. Had I read much of the zine on arrival I wd have known it couldn't be by you. My 2nd theory was it was by Acheson, based on the special effort to cause resentment by me for your remarks on feeling like farting in my face, & on Jn. L.'s statement that the postmark was absent (I tracked the envelope, so can't say so), as Echo Bay Mines & Port Radium are a sort of private affair in which a technician like Acheson wd easily get the postal clerk to do him the omission favor.

But now I see the whole thing clearly. There is just one such

cleverly written, and I am sure that it was written by a person who is
and burning for revenge. (Smyth's)

Perhaps you can guess who I am talking about. I am sure to cause trouble
between you and those people on whom he depended. But anyway, the whole
ambitious stunt I now see as clearly K. M. the Terrible having a fault

Julian Presber I must say, even though it depresses you, that the
fake is well done. It had me fooled until the real one came along, when
I realized something was wrong, and the fake one had to be a fake. The
author copied your style perfectly, and I can't say I blame Randolph
for thinking you sent it out yourself. But I don't think you did, be-
cause if you had, you would have changed your style, and made it less
obvious (i.e., not mailed from Ottawa, etc.). But the handwriting is
exactly like yours, and the style too. So whoever did it must have
been very smart about it.

~~Julian Presber~~ ~~Julian Presber~~ ~~Julian Presber~~ ~~Julian Presber~~ ~~Julian Presber~~

Well, folks, you now can see how different people can react!
Next issue I hope to have more commentary on the fake from Randolph
Smyth (who said he would analyze it in Vol. 1) and from Robert Atkinson,
who has just phoned to say that he would send a light reply on the fake.

Personally, if I ever make more commentary, it will be in #12.

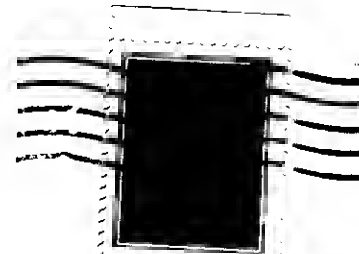
Exlan list same, except that Robert Atkinson is not in, and Bruce Schneider
is added.

The standby list will be printed next issue. Also, next
issue will contain an article on the game article, "Fakes IV", and
the usual stuff. (And, yes, I'll try to make it more humorous...)

How could I say good-bay in one hundred words? Ah well, never
mind. Good-bay, good-bay, good-bay, good-bay...well, do you think I'm
crazy, or something? No. I'll just leave a blank space and won't charge
for this page.

Therefore, the price of this 132 page issue comes up to \$0.95

ISN'T ~~#~~ DW#22 OUT? I HAVEN'T REC'D MY COPY!!
WHAT'S THE PROBLEM?



JERRY + PAT JONES
1854 WAGNER ST.
PASADENA, CA 91107
USA.

printed matter